

1. A charge accumulation method, comprising:

tracking a plurality of display transmissions from a server generating compressed video streams to a display unit which displays said streams, which transmissions utilize a variable video stream quality;

determining, for each transmission, a quality level of the video stream; and

generating a charge for using said transmissions, utilizing said determined quality levels.
2. A method according to claim 1, wherein said display transmissions comprise TV program transmission.
3. A method according to claim 1, wherein said display transmission comprises a transmission of a computer generated display.
4. A method according to claim 3, wherein said computer generated display comprises a WWW browser display.
5. A method according to any of claims 1-4, wherein generating a charge comprises generating a charge responsive to a predetermined quality level.

6. A method of interactive TV, comprising:
- displaying, at on an interactive TV, a WWW page including indications for TV channels;
- detecting an interaction of a user with one of said indications; and
- displaying a TV channel on said interactive TV responsive to said detection of interaction.
7. A method according to claim 6, wherein said TV channel comprises a pay-on-demand movie.

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8. A method of interactive TV, comprising:
- providing a compressed video stream representing a TV channel;
- overlaying on said compressed video stream an interaction layer, including at least one control;
- receiving from a viewer of said video stream an interaction with said control, wherein said overlaying comprises overlaying a compressed interaction layer on said compressed video, without decompressing said compressed video; and
- modifying said compressed video stream responsive to said received interaction.

9. A method of generating a plurality of displays, comprising:
- generating a first set of display commands, by a first program;
- generating at least a second set of display commands, by at least a second program;
- differentially affecting said first and said second programs, to generate said display commands; and
- converting each of said first and said second sets of display commands into a compressed video stream,
- wherein said differentially affecting comprises differentially affecting to meet an instantaneous resource limitation.

10. A method of generating a plurality of displays, comprising:
- generating a first set of display commands, by a first program;
- generating at least a second set of display commands, by at least a second program;
- differentially modifying said first and said sets of display commands; and
- converting each of said first and said second sets of display commands into a compressed video stream,
- wherein said differentially modifying comprises differentially modifying to meet an instantaneous resource limitation.
11. A method according to claim 9 or claim 10, wherein said resource limitation comprises a transmission bandwidth limitation.
12. A method according to claim 9 or claim 10, wherein said resource limitation comprises a limitation on CPU available to perform said conversion.

13. A method of transmitting a plurality of similar compressed video channels, comprising:

transmitting a base compressed image stream on a first channel;

transmitting modifications to said base image stream on at least one second channel;

receiving, at a display location, said first and said second channel;

modifying said first channel utilizing said second channel; and

displaying said modified first channel at said display location.

14. A method according to claim 13, wherein one channel of said at least one second channel is targeted for said display location.

15. A method according to claim 13, wherein transmitting comprises transmitting over a satellite network.

16. A method according to claim 13, wherein different display locations utilize different ones of said at least one second channel to modify said first channel.

17. A method according to any of claims 13-16, wherein said first channel carries a TV program and wherein said at least one second channel carries advertisements.

18. A method according to any of claims 13-16, wherein said first channel carries a WWW site and wherein said at least one second channel carries personalizations of said site.

19. A method according to claim 18, wherein said personalization comprises a scrolling of an object in said site.

20. A method according to claim 18, comprising assigning a third channel for use as a base image channel for said display unit, responsive to an interaction with said WWW site.

21. A method according to claim 18, comprising modifying an interactivity level of said site responsive to an availability of channels.

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